IN THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application. An identifier indicating the status of each claim is provided.

Listing of Claims:

1. (Currently Amended) A peer-to-peer relay network, comprising:

a plurality of N peer systems, wherein each peer system is either a participant or a spectator and the peer-to-peer network includes at least one participant and at least one spectator;

wherein each peer system in said peer-to-peer relay network is connected to a number of other peer systems in said peer-to-peer relay network that is less than or equal to a connection limit, said connection limit is greater than or equal to 2, said connection limit is less than or equal to N-2, each peer system in said peer-to-peer relay network is configured to relay data to peer systems connected to that peer system according to a set of one or more relay rules,

wherein ~~each peer system is a participant or a spectator, at least one peer system is a participant, at least one peer system is a spectator,~~ a participant is configured to generate data to be relayed in said peer-to-peer relay network, and a spectator is configured to relay data generated by a participant, and

wherein the spectator is not authorized to generate new data to be relayed in the peer-to-peer network and the spectator is not authorized to send the new data to be relayed throughout the peer-to-peer network.

2. (Original) The peer-to-peer relay network of claim 1, further comprising:

a server connected to each peer system.

3. (Original) The peer-to-peer relay network of claim 1, wherein:

said at least one participant is playing an online game.

4. (Original) The peer-to-peer relay network of claim 1, wherein:

said at least one participant is performing.

5. (Original) The peer-to-peer relay network of claim 4, wherein:

said performing is playing music.

6. (Original) The peer-to-peer relay network of claim 1, wherein:

said at least one participant is teaching.

7. (Original) The peer-to-peer relay network of claim 1, wherein:

at least two peer systems are participants, and each participant has a connection to at least one other participant.

8. (Original) The peer-to-peer relay network of claim 1, wherein:

each peer system is configured not to relay data generated by a spectator.

9. (Original) The peer-to-peer relay network of claim 1, wherein:

at least one spectator is a conditional spectator, a conditional spectator is configured to request permission to send data generated by the conditional spectator to other peer systems to be

relayed throughout said peer-to-peer relay network, each peer system is configured to relay data generated by a conditional spectator if that conditional spectator has received permission to send that data.

10. (Original) The peer-to-peer relay network of claim 1, wherein:

at least one peer system is a network-enabled game console.

11. (Original) The peer-to-peer relay network of claim 1, wherein:

at least two peer systems are connected through the Internet.

12. (Original) A method of relaying data in a peer-to-peer relay network, comprising:

receiving data at a relaying peer system from a sending peer system connected to the relaying peer system in a peer-to-peer relay network, wherein said data has associated information identifying the origin peer system that generated said data;

confirming said origin peer system is permitted to send data to be relayed through said peer-to-peer relay network;

applying a set of one or more relay rules to select zero or more peer systems indicated by said set of one or more relay rules to which to relay said data; and

relaying said data to any peer systems selected by applying said set of one or more relay rules;

wherein each peer system in said peer-to-peer relay network is a participant or a spectator, and

wherein the spectator is not authorized to generate new data to be relayed in the peer-to-peer network and the spectator is not authorized to send the new data to be relayed throughout the peer-to-peer network.

13. (Canceled)

14. (Original) The method of claim 12, wherein:

each peer system stores a connection limit defining a number of other peer systems up to which a peer system is permitted to connect in that peer-to-peer relay network, and each peer system stores a set of one or more relay rules defining how a peer system is to relay data to other peer systems connected to that peer system in that peer-to-peer relay network.

15. (Currently Amended) A peer system in a peer-to-peer relay network, comprising:

means for receiving data at a relaying peer system from a sending peer system connected to the relaying peer system in a peer-to-peer relay network, wherein said data has associated information identifying the origin peer system that generated said data;

means for confirming said origin peer system is permitted to send data to be relayed through said peer-to-peer relay network;

means for applying a set of one or more relay rules to select zero or more peer systems indicated by said set of one or more relay rules to which to relay said data; and

means for relaying said data to any peer systems selected by applying said set of one or more relay rules;

wherein each peer system in said peer-to-peer relay network is a participant or a spectator, and

wherein the spectator is not authorized to generate new data to be relayed in the peer-to-peer network and the spectator is not authorized to send the new data to be relayed throughout the peer-to-peer network.

16. (Canceled) .

17. (Original) The peer system of claim 15, wherein:

said peer system stores a connection limit defining a number of other peer systems up to which said peer system is permitted to connect in that peer-to-peer relay network, and said peer system stores a set of one or more relay rules defining how said peer system is to relay data to other peer systems connected to that peer system in that peer-to-peer relay network.

18. (Currently Amended) A computer program product, ~~stored on a tangible storage medium, for use in~~ comprising a computer usable medium having a computer readable program code embodied therein, said computer readable program code adapted to be executed to implement a peer system in a peer-to-peer relay network, ~~the program comprising executable instructions that cause a computer to~~ said method comprising step to:

process received data at a relaying peer system from a sending peer system connected to the relaying peer system in a peer-to-peer relay network, wherein said data has associated information identifying the origin peer system that generated said data;

confirm said origin peer system is permitted to send data to be relayed through said peer-to-peer relay network;

apply a set of one or more relay rules to select zero or more peer systems indicated by said set of one or more relay rules to which to relay said data; and

relay said data to any peer systems selected by applying said set of one or more relay rules;

wherein each peer system in said peer-to-peer relay network is a participant or a spectator, and

wherein the spectator is not authorized to generate new data to be relayed in the peer-to-peer network and the spectator is not authorized to send the new data to be relayed throughout the peer-to-peer network.

19. (Canceled) .

20. (Original) The computer program of claim 18, wherein:

said peer system stores a connection limit defining a number of other peer systems up to which said peer system is permitted to connect in that peer-to-peer relay network, and said peer system stores a set of one or more relay rules defining how said peer system is to relay data to other peer systems connected to that peer system in that peer-to-peer relay network.